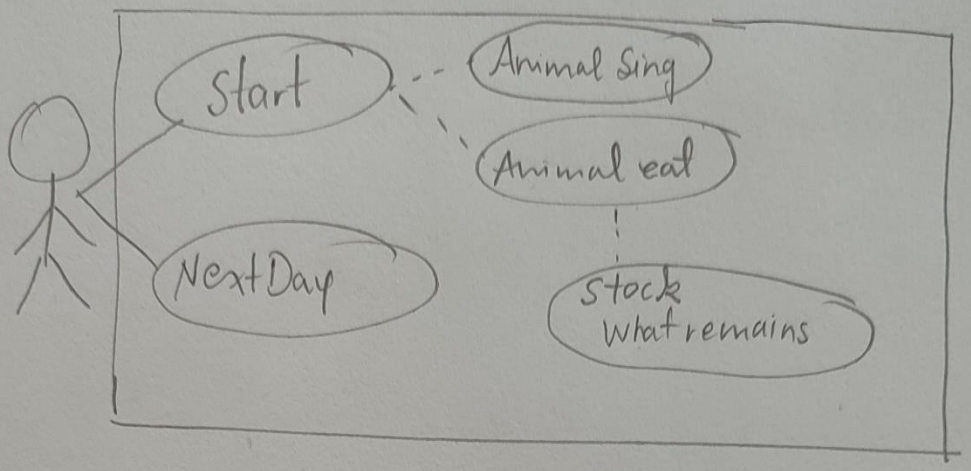
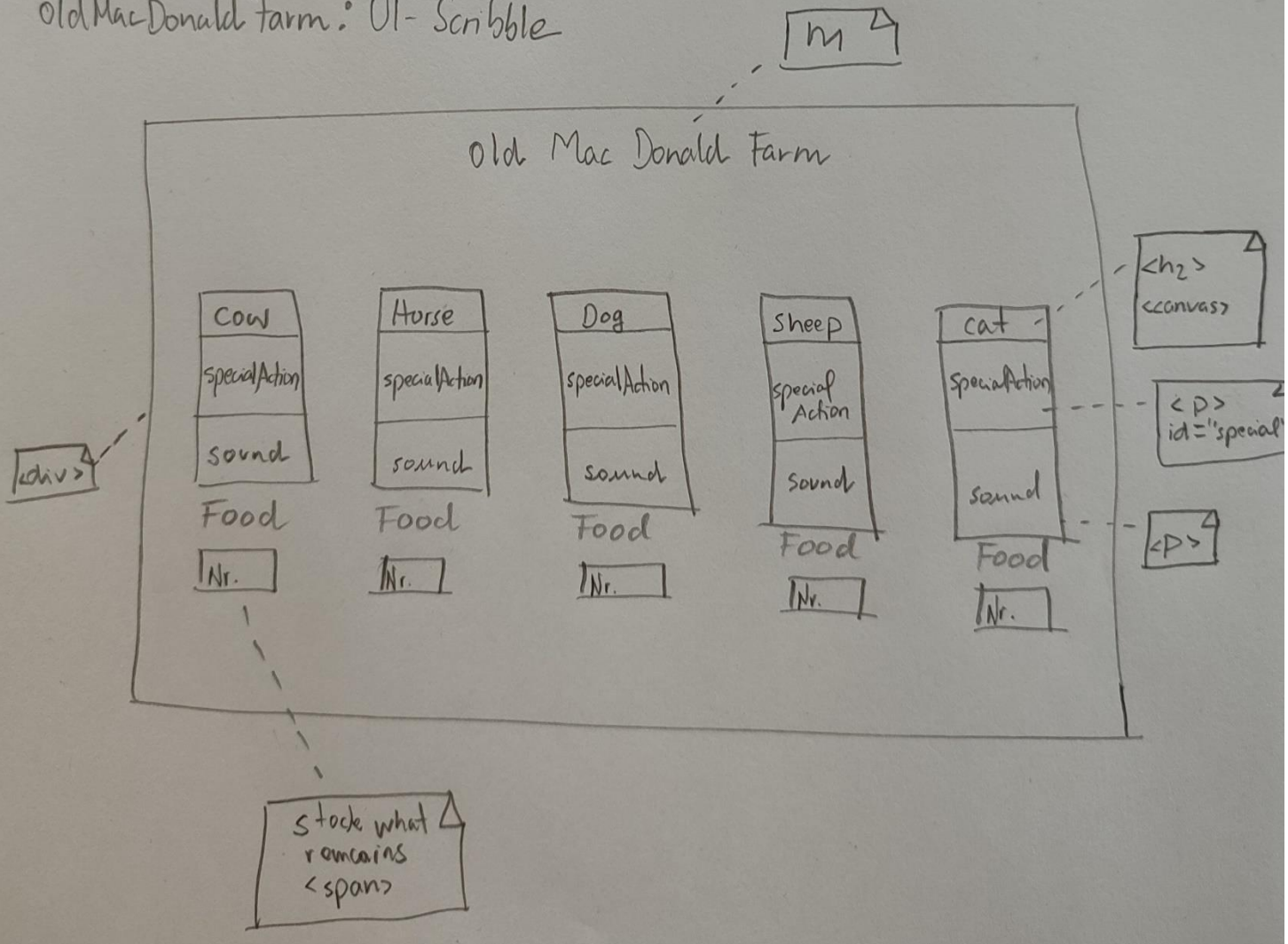
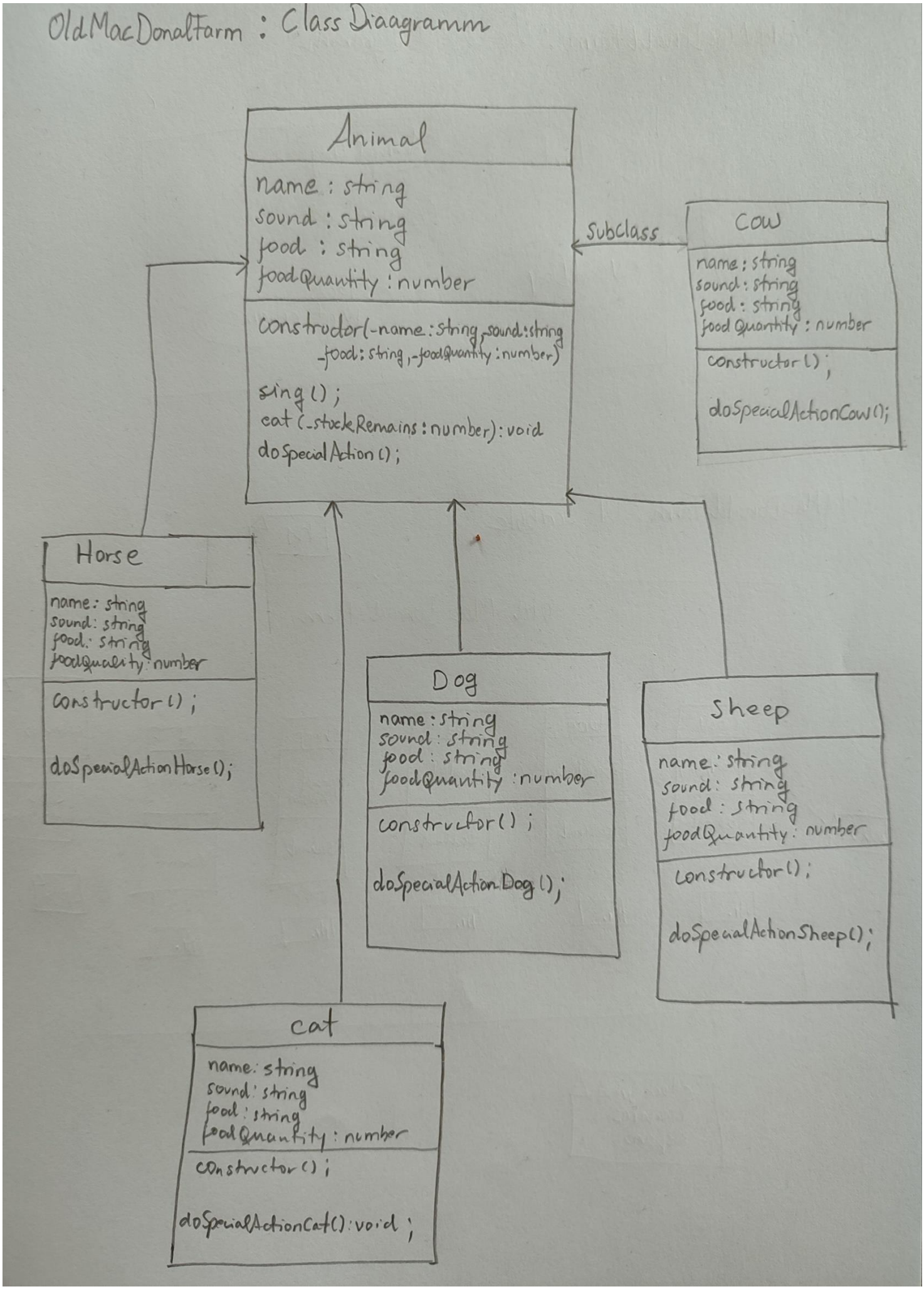
oldMacDonaldFarm : Use Case Diagramm

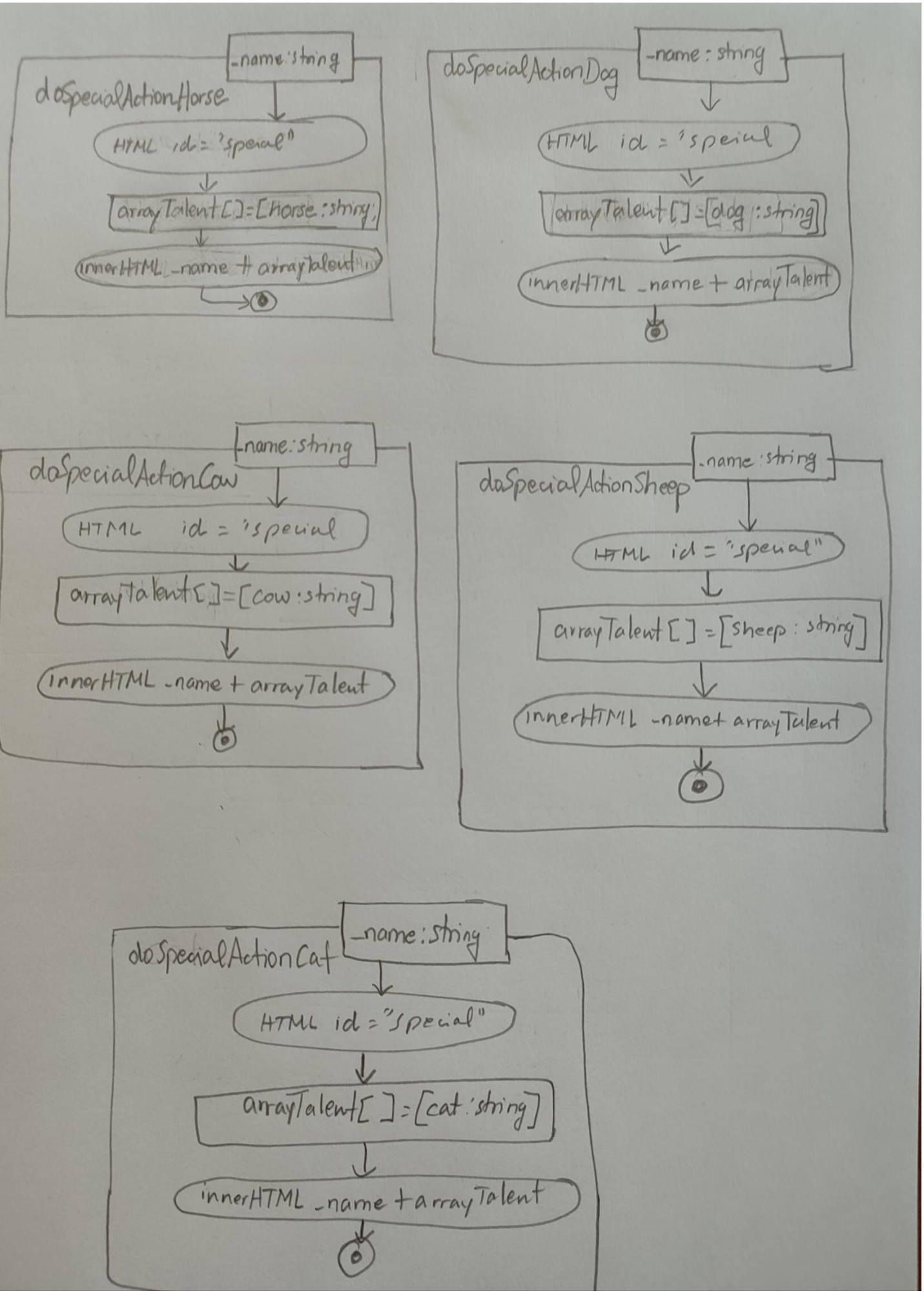


oldMacDonaldFarm : UI- Scribble



OldMacDonalFarm : Class Diaagramm




doSpecialActionHorse
_name:string
HTML id='special"
arrayTalent[]=[Horse:string]
innerHTML _name + arrayTalent
doSpecialActionDog
_name : string
HTML id = 'speial
arrayTalent[] =[dog :string]
innerHTML _name + arrayTalent
doSpecialActionCow
_name:string
HTML id = 'special
arrayTalent[]=[cow:string]
innerHTML _name + arrayTalent
doSpecialActionSheep
_name :string
HTML id = "speual"
arrayTalent[] =[sheep : string]
innerHTML _name+ arrayTalent
doSpecialActionCat
_name:string
HTML id = "special"
arrayTalent[ ]=[cat :string]
innerHTML _name + arrayTalent

oldMacDonaldFarm : Activity Diagramm

Animal

sind für jedes einzelne Tier gleich

constructor

-name: string
-sound: string
-food: string
-foodQuantity: number

this.name = _name
this.sound = _sound
this.food = _food
this.foodQuantity = _foodQuantity

sing

createHTML paragraf

innerHTML = sound
this.name + this.sound

eat

-stockRemains: number

create sentences with console.log

operation_foodQuantity -stockRemains

create 5 different sentens

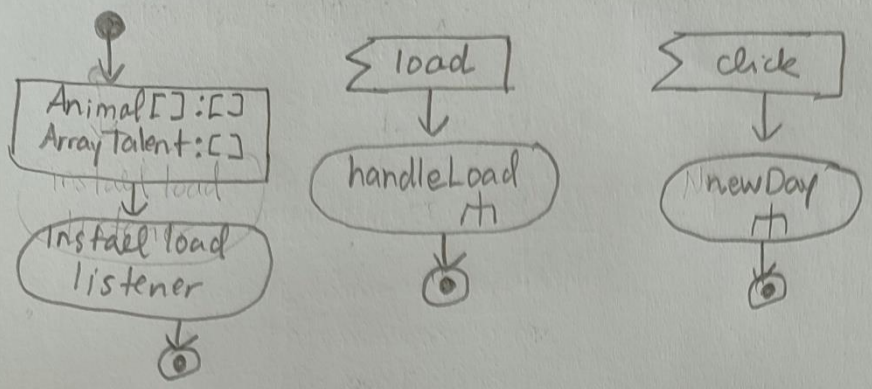
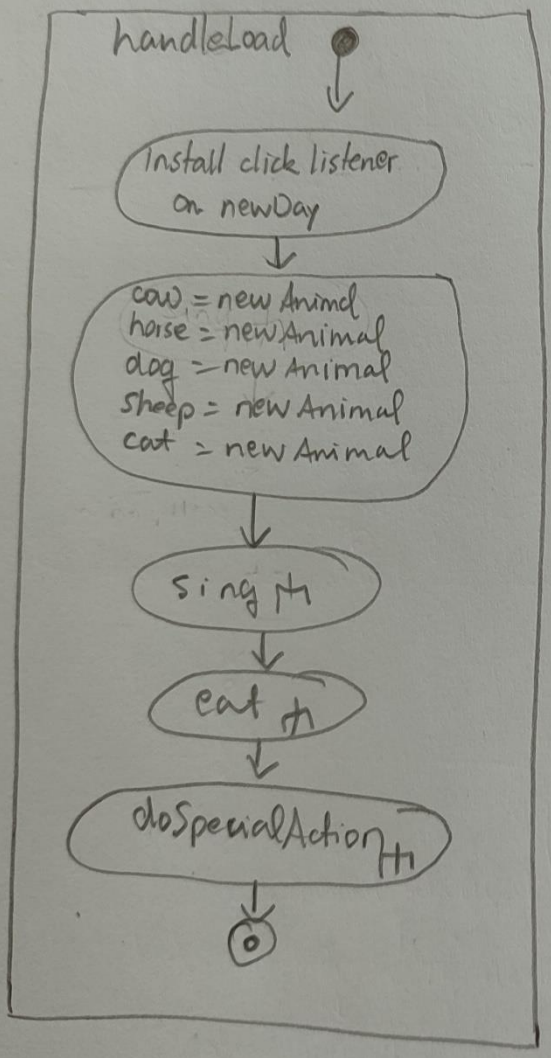
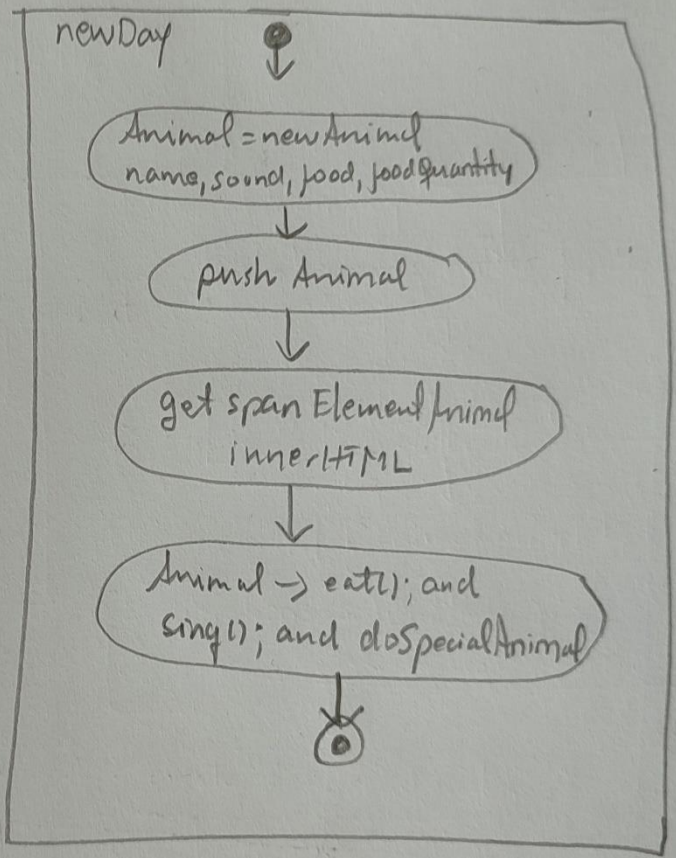
doSpecialAction

doSpecialActionCow ()

doSpecialActionHorse ()

doSpecialActionDog ()

doSpecialActionSheep ()

doSpecialActionCat ()

Hauptprogram : Activity Diagramm